

PINNACLE EXPRESSION



USER MANUAL

PINNACLE[®]
SYSTEMS

www.pinnaclesys.com



Expression

***The fun and easy way to share your home
movies and digital photos on CD or DVD***

User Guide

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Pinnacle Expression lets you use your personal computer to turn your home movies into DVDs and Video CDs. Soon you'll be able to send a friend or family member movies that they can play in their DVD player. With Pinnacle Expression, it's as easy as 1, 2, 3.

1. Import. First, Pinnacle Expression lets you "capture" video—or transfer the video—from your camcorder to your PC's hard drive. You can also import videos and stills you have saved on the PC.

2. Preview. Next, preview what your disc will look like when it's on a DVD player. Pinnacle Expression automatically breaks up your video into chapters, and creates a scene index menu for accessing them! You can test your disc with the on-screen remote or just click on a menu page icon and let it play. From this screen you can access tools that let you pick a menu page style, customize menu pages, arrange the video scenes and/or photos in any order, or delete, combine, or split scenes.

3. Burn. The final step is to burn your movies and photos onto a CD or DVD using your burner. Pinnacle Expression lets you create VideoCD, Super VideoCD, or DVD discs.

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Chapter 1: Overview



Pinnacle Expression lets you use your personal computer to turn your home movies into DVDs and Video CDs. Soon you'll be able to send a friend or family member movies that they can play in their DVD player. With Pinnacle Expression, it's as easy as 1-2-3.



First, Pinnacle Expression lets you “capture video” or transfer the video from your camcorder to your PC's hard drive. You can also include videos and stills you have saved on the PC.



Next, preview what your disc will look like on a DVD player. Pinnacle Expression automatically breaks up your video into *chapters*, and creates a scene index menu for accessing them! You can test your disc with the on-screen remote or just click on a menu page item and see it play. From this screen you can access tools that let you pick a menu page style, customize menu pages, arrange the video scenes and/or photos in any order, or delete, combine, or split scenes.



The final step is to burn your movies and photos onto CD or DVD using your burner. Pinnacle Expression lets you create VideoCD, Super VideoCD, or DVD discs.

COMPUTER REQUIREMENTS

In addition to your Expression software, you need a PC-compatible computer with:

- Pentium III™ or AMD Athlon™ processor, 500 MHz or higher for DV and AVI playback. A 1.2 GHz or higher processor is required for MPEG playback.
- Microsoft Windows 98 Second Edition, Windows Millennium, Windows 2000 or Windows XP
- DirectX-compatible graphics card
- DirectX-compatible sound card
- 128 MB of RAM (256 MB recommended)
- 200 MB of free hard disk space to install software
- Your hard drive must be capable of sustained reading and writing at 4 MB/sec. All SCSI and most UDMA drives are capable of this. DV-format video consumes 3.6 MB of hard disk space for every second of video, so four minutes of DV video will require almost 900 MB of hard disk space.
- CD-R/RW, DVD-R/RW, or DVD+R/RW burner
- Speakers
- Mouse

INSTALLING YOUR SOFTWARE

To install your Studio Expression software:

1. Insert the Expression CD-ROM into your CD-ROM drive. If you have Autorun enabled for your CD-ROM, Setup will run automatically.
2. If you do not have Autorun enabled, navigate to your CD-ROM drive, and double-click on Setup.exe.
3. Select the language of your choice.

4. Enter your serial number (found on the Expression CD or printed on its sleeve).
5. Agree to the Expression software license terms (click "I Agree"). If you do not accept or understand the terms, you should promptly return this product to your dealer.
6. Choose "Typical" installation (recommended). Only advanced computer users should choose "Custom."
7. Click "Next" until the installation is completed.
8. Restart. In some cases, you may be instructed to restart your PC.
9. Next, you will be given the opportunity to register your copy of Expression. You can quickly and easily register using your Internet connection. Registration is important for three reasons:
 - Registration allows Pinnacle Systems to inform you of free upgrades to the Expression software
 - Registration makes you eligible for special offers and promotions from Pinnacle Systems
 - Registration is required to receive technical support

Obtaining software updates

To check for Expression software updates that may be released from time to time to provide new features or correct issues, choose the *Help > Software Updates* menu command. This uses your computer's Internet connection to check Pinnacle's web site for new releases of the product.

CONNECTING THE CAMERA

After the software application installation is complete, connect your DV video device to your PC, using any IEEE-1394 DV cable (4-pin to 6-pin). If you have a laptop computer, you may have a 4-pin IEEE-1394 connector.

To connect your DV camcorder/VCR to your PC:

1. Connect the IEEE-1394 cable to your PC.

Connect the 6-pin connector of the IEEE-1394 DV cable to one of the IEEE-1394 data ports on your DV board.

2. Next, connect the IEEE-1394 cable to the DV device.

Connect the 4-pin connector of the IEEE-1394 DV cable to the DV IN/OUT or the DV OUT connector of your DV camcorder/VCR. Make sure that your camcorder is turned on and in VTR mode.

ON-LINE HELP

On-line help is right where you need it, when you need it, while you're working in Expression.

Standard on-line help: Click the *Help* button in the Expression main menu bar, or press F1 to display the table of contents page of the standard help topics. Click *Help > Help Topics* if you want to search for a specific topic, or command.

Tool tips: To find out what a button or other Expression control does, pause your mouse pointer over it and a Tool Tip appears explaining its function.

ABBREVIATIONS AND CONVENTIONS

This guide uses the following conventions to help organize the material.

Terminology

Expression refers to Pinnacle's video capture and disc authoring software.

The term *DV* refers to DV and Digital8 camcorders, VCRs, and tapes.

The term *1394* refers to OHCI-compliant IEEE-1394 FireWire, DV, or iLink interfaces, ports and cables.

The term *Analog* refers to 8mm, Hi8, VHS, SVHS, VHS-C or SVHS-C camcorders, VCRs and tapes, and to Composite (RCA) and S-Video cables and connectors.

The term *assets* refers to video and audio files and scene index menu pages.

The term *video file* refers to source video/audio from a DV capture device, or analog video/audio that has been digitized and saved to disk.

The term *MPEG* refers to the type of compressed video and audio file that is burned onto the disc and can also be imported as an asset. MPEG-1 is used for VideoCD and MPEG-2 is used for Super VideoCD and DVD. *Expression* can import most MPEG file types. The exceptions are "elementary stream" files (consisting of audio or video but not both), and MPEG-2 "transport stream" files (as used in Sony's MicroMV camcorders, for example). Transport stream file support will be included in a future version of *Expression*.

The term *AVI file* (*Audio Video Interleave*) refers to a type of video and audio file that is most commonly compressed, but can also be uncompressed. The type of

file that is captured from a DV camera in Expression is called a Type-2 DV AVI file. In order to play an AVI file on a computer, a *codec* (*compressor/decompressor*) capable of handling the compression method used in that AVI file must be installed in Windows. Expression will import most AVI files, but may have trouble with proprietary and uncompressed types, or if the necessary codec has not been installed. If you are not sure about the compatibility of a particular AVI file, try playing it in Windows Media Player before importing into Expression.

The term *scene* refers to a video file that Expression has Scene Detected and placed in List View. A video file can also be manually split into a number of scenes. A scene is also known as a *chapter*.

The term *scene index menu page* (or just *menu page*) refers to a graphic background for up to 12 interactive buttons that link to scenes (chapters), slideshows, and movies, and to the layouts, text styles, and frame types comprising the menu page.

The term *thumbnail* refers to the reduced-sized scene image covering each menu button.

Dialog box and window names

Names of buttons, dialog boxes, windows and related items are written in *Italics* so you can find them in the text faster.

Example: Click the *Accept* button in the TitleDeko window.

Choosing menu commands

The right angle bracket symbol (>) denotes the path for hierarchical menu items. For example, to create a new file, the instruction would be:

Example: Select *File > New Project*

Keyboard conventions

Key names are spelled with initial caps. A plus sign denotes a key combination.

Example: Press Ctrl+A to select all the video scenes in the List View.

Brackets denote keys that do not have names printed on them.

Example: Press the [Spacebar] to pause the slideshow.

Mouse clicking

When a mouse click is required, the default is always a left-click unless specified.

Choosing menu commands

The right angle bracket (>) denotes the path to the command. For example, to create a new document, you would use the command **File > New**. The first part of the path is the name of the menu, and the second part is the name of the command. The path is case-sensitive, so **File > New** is not the same as **file > new**.

Keyboard conventions

Mac OS X uses a set of keyboard conventions to help you find commands. These conventions are described in the following sections.

Example: Press **Cmd + N** to select all the video sources in the clip. **Cmd + N** is the keyboard convention for selecting all the video sources in the clip. The **Cmd** key is the command key, and the **N** key is the letter N.

Example: Press **Cmd + Z** to undo the last action. **Cmd + Z** is the keyboard convention for undoing the last action. The **Cmd** key is the command key, and the **Z** key is the letter Z.

Example: Press **Cmd + S** to save the current project. **Cmd + S** is the keyboard convention for saving the current project. The **Cmd** key is the command key, and the **S** key is the letter S.

Example: Press **Cmd + P** to print the current project. **Cmd + P** is the keyboard convention for printing the current project. The **Cmd** key is the command key, and the **P** key is the letter P.

Dialog boxes and tool palettes

Dialog boxes and tool palettes are used to interact with the software. Dialog boxes are used to enter information, and tool palettes are used to select tools.

Example: Click the **File** menu to open the file menu. The **File** menu is the first menu in the menu bar.

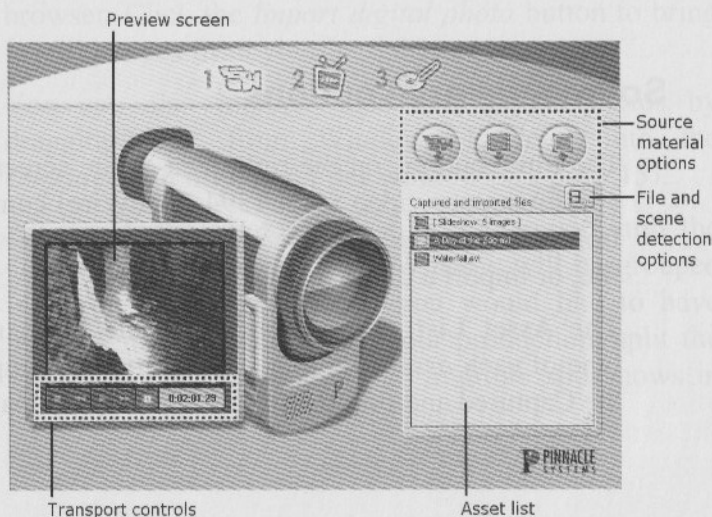
Chapter 2: Bringing In Video

As mentioned earlier, you make a CD or DVD in three steps: (1) Bring In Video/Photos, (2) Preview and Edit your project in the TV Screen, and (3) Make your Disc. These modes are represented by three buttons atop the Expression interface, which are ordered in the sequence used to make a disc.



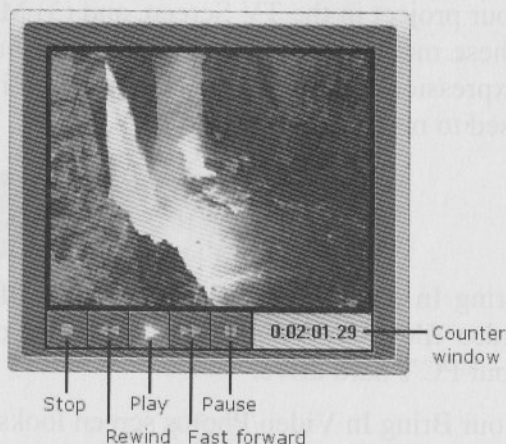
Bring In Video/Photos is the process of transferring a video file from a digital camcorder or other source to your PC's hard drive.

Your Bring In Video/Photos screen looks like this:



Transport controls

Use the *Transport controls* to view your tape or seek to the tape location at which capture is to begin. The *Counter window* displays the current position of the tape, and the *control buttons* display the current mode of the camcorder or VCR.



Source material options

The three buttons on the right side of the screen allow you to capture video via a 1394 (FireWire) connection from a DV device, import video from an AVI or MPEG file, or import a digital photo.

The Asset List: Expression shows the file name and type of each *asset* (the files you capture and import) in the Captured and Imported Files window (see page 13).

Capturing video from your camcorder

Often you will want to start your project by bringing in video from your camcorder. Expression supports digital camcorders and VCRs using your PC's 1394 (Firewire) interface. Your DV device (camcorder or VCR) is connected to your PC as described in Chapter 1. You may capture an entire tape, or start and stop capture at any point in the tape.



The *Capture video* button begins the capture process by opening the Capture Video from DV Camcorder dialog box (see below).

Import file



Expression also allows you to import video files already on your PC's hard disk. If you wish to import video from an AVI or MPEG file, click the *Import video* button to open a browser. Click the *Import digital photo* button to bring in still images from your hard drive.

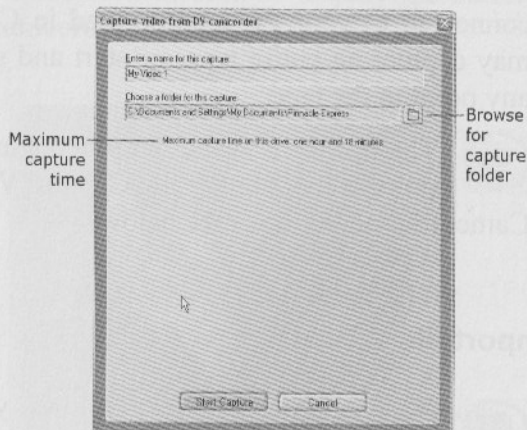
You can also import video and digital photos by dragging files from Windows Explorer into the Captured and Imported Files window (see page 13).

All the digital photos and stills you import into the Captured and Imported Files Window will be grouped into a single slideshow. If you would like to have more than one slideshow in your production, split the single imported slideshow into multiple slideshows in the Edit Video dialog box (see page 38).

The Capture Video From DV Camcorder dialog box

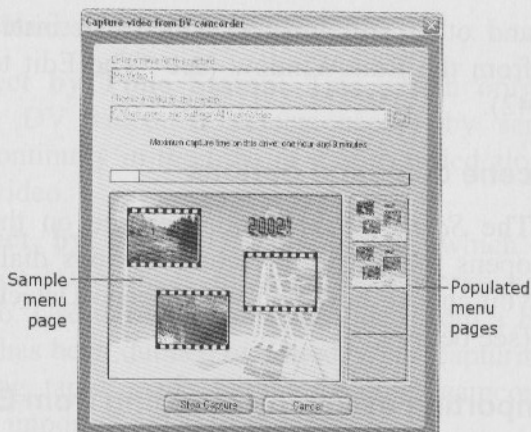


The *Capture video* button begins the capture process by opening this dialog box:



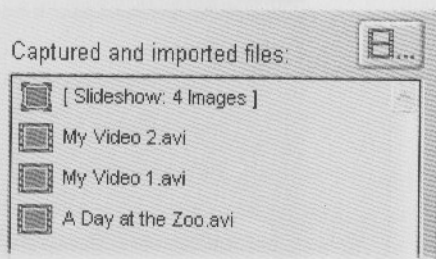
The Preview screen above the Transport Controls continues to display incoming video. When you choose the drive where the video will be captured, Expression calculates and displays the maximum capture time. Enter a name for your capture, and click the *Start Capture* button.

The *Start Capture* button triggers the display of a sample scene index menu page with scene *thumbnails* created from the initial frame of each video scene detected. Each new thumbnail becomes a chapter point in your production. When one menu page is populated with thumbnails, it slides to the right and another menu page is generated. This continues until you click the *Stop Capture* button to end your capture session.

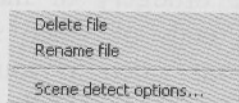


The Captured and Imported Files window

 As you capture and import, Expression shows the file name and type of each video asset in this window. Digital photos and other stills are grouped automatically into a slideshow. The *Asset menu* button at the top right of the window gives you commands for managing your assets.



Deleting and renaming video assets



To delete or rename any video asset, select the file name from the list, click the *Asset menu* button, and select the desired operation from the pop-up *Asset menu*. This function does not apply to digital photos

and other still images, which can instead be deleted from the Edit Window (see “The Edit tools” on page 42).

Scene detection options

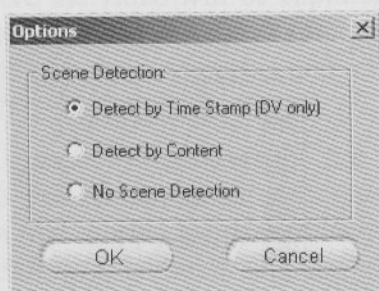
The *Scene detect options* choice on the *Asset* menu opens the Scene Detection Options dialog box where you choose how you want Scene Detection to operate (see below).

Importing assets by dragging from Explorer

Another way to import files is to select them in Windows Explorer and drag them onto the asset list. You can instantly create a slide show by dragging in a folder of images in one operation!

The Scene Detection Options dialog box

Open this dialog with *Scene detect options* from the *Asset* menu in the Captured and Imported Files window.



Automatic Scene Detection is a key feature of Expression. It eliminates the drudgery of manually marking the beginnings and ends of video scenes. When Expression captures your video to your hard drive, it automatically detects natural breaks that occur in the video.

Your choices are:

- **Detect by Time Stamp:** This option only works with DV video. It detects scenes by sensing a discontinuity in the time of day recorded along with the video.
- **Detect by Content:** This option, which detects scenes by changes in brightness, works with any video. Use it when capturing video from a DV tape that has been dubbed or edited, when capturing from analog tapes made with a Digital8 camcorder, or with imported video files.
- **No Scene Detection:** This option skips the scene detection feature (don't worry – you'll still be able to divide video clips into scenes manually).

The Scene Detection Options dialog box

Open this dialog box with the **Scene Detection** button in the **Scene Detection** group box in the **Scene Detection** dialog box.



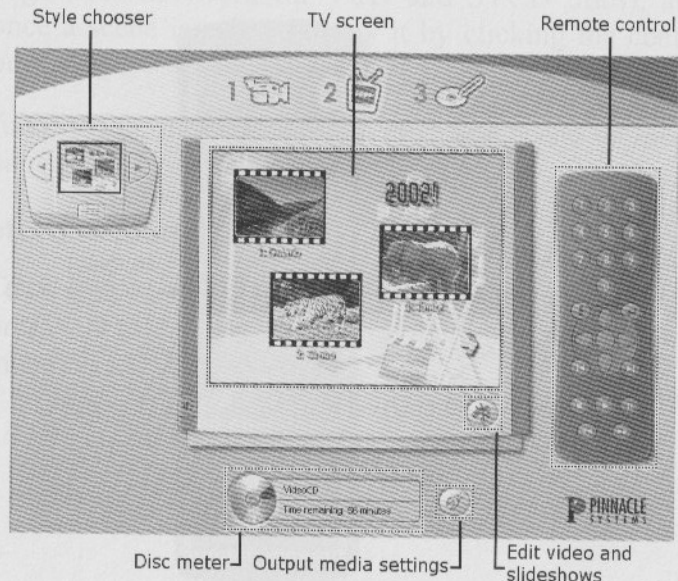
In each case, you can choose to detect the scene change by using the **Scene Detection** button in the **Scene Detection** group box in the **Scene Detection** dialog box. When you click the **Scene Detection** button, the **Scene Detection** dialog box is displayed. In the **Scene Detection** dialog box, you can choose to detect the scene change by using the **Scene Detection** button in the **Scene Detection** group box in the **Scene Detection** dialog box.

Chapter 3: Previewing The Disc



Clicking on this TV icon takes you to the Preview/Edit screen, where Expression shows how your finished project will look when played on your DVD player and TV. The on-screen DVD Player Remote Control gives you a realistic feel for the interactivity you build into each project.

In addition to previewing your project, this screen is also where you design menu pages, rearrange and trim scenes, create slideshow, and choose the output format you'll be burning to. You'll learn more about these subjects in later chapters.



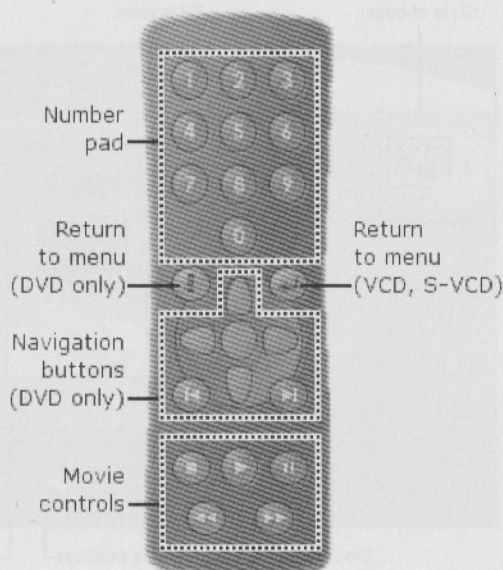
The Preview/Edit mode displays six areas of interest: the *Style Chooser*, the *TV Screen*, the *Remote Control*, the *Edit Video and Slideshows* button, the *Output Media Settings* button, and the *Disc Meter*. This chapter describes the *TV Screen*, the *Remote Control*, the Output Media Settings dialog box and the *Disc Meter*.

The TV screen

The TV Screen previews what you will see on your TV when the completed disc is played in a VideoCD or DVD player. It displays menu pages as well as full-motion video and still images from your project.

Click the scene icons within the menu pages to play the corresponding scenes. Use the remote control to return to menu pages. You can also use mouse clicks to navigate from one menu page to another.

The remote control



This control allows you to navigate between menu pages, and to play scenes in any order.

Note: The functionality of VCD and S-VCD is different than DVD on a remote control. To return to a menu with DVD, you can use the *menu* or *title* button. For VCD and S-VCD, you must use the *return* button. DVD titles let you navigate through a menu page to select a button. For VCD and S-VCD titles, you must use the number pad on the remote control to choose which button to select in the menu.

Number pad

When the menu page displays, press any two-digit scene number for direct access to the corresponding scene.

Navigation buttons

Move (Up, Down, Left, Right) through a DVD menu page (will not work for VCD and SVCD titles), and once a scene is selected, play it by clicking the center button.

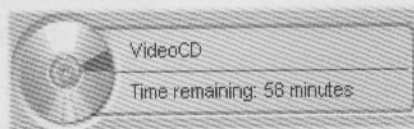
Jump to the previous  or next  scene or menu page.

Return to Menu Button

Click  at any time return to menu page on a VCD or SVCD title. Click on the  button to return to the menu on a DVD title.

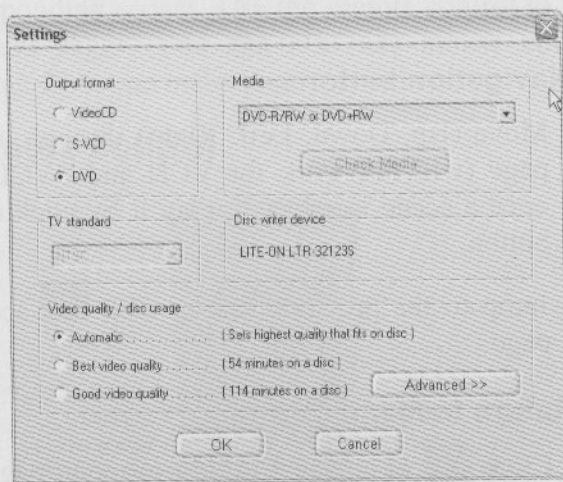
The disc meter

This display shows you the current recordable capacity on your output disc. The figure depends on both the output format chosen in the Output Media Settings dialog box (see below) and the estimated space remaining on the disc.



Output media settings

Click the *Settings* button  to open this dialog box:



Output format

Select the type of disc you wish to create.

VCD (VideoCD): This is an extremely popular format in China and other parts of the world. A VideoCD disc allows up to 70 minutes of VHS-quality video to be burned onto a CD and is supported by a large number

of DVD players. Check the Pinnacle web site and VCDhelp.com for a list of compatible players.

S-VCD (Super-VideoCD): Super-VideoCD is an enhancement to the VCD format. An S-VCD disc allows up to 39 minutes of near-DVD quality video to be burned onto a CD and is supported by a number of DVD players. Check the Pinnacle web site and VCDhelp.com for a list of compatible players.

DVD (Digital Versatile Disc): A DVD disc is the ultimate in video quality. Expression can burn up to 90 minutes of high-quality video and audio (or up to 232 minutes at decent quality) onto a DVD-R/RW or DVD-R/RW disc. For a list of compatible DVD burners, check the Pinnacle web site.

Media

Based on the output format you choose, Expression will prompt you as to which type of media is needed.

CD-R (and CD-RW): Use for VCD and S-VCD titles. If you are using CD-RW, Expression will prompt you to erase the disc.

DVD-R/RW or DVD+R/RW: Expression supports General and Authoring DVD-R (write once), DVD-RW (write many), DVD+R (write once), and DVD+RW (write many) media. There are five basic types of DVD burners – Authoring DVD-R (expensive, for professional use), General DVD-R/RW, DVD+RW, DVD+R/RW and DVD-RAM. Expression does not currently support DVD-RAM, as this format cannot play in a standard DVD player. As newer DVD players begin to support this format, check the Pinnacle web site for updates.

***Check Media* button**

Place the blank or erasable disc into your drive and Expression will verify its usability.

TV standard

The discs you create will work properly with only one of the *NTSC* and *PAL* television standards. If a choice is offered, pick the one your target audience will be using.

Video quality / disc usage

The three main choices here are presets that control the quality of the video that will be stored on your DVD or S-VCD discs (no options are provided for VCD discs because the standard dictates a single video quality setting).

Because higher-quality video requires more information for each second of playback, there is a trade-off between quality and the amount of video that will fit on a disc. While a short production may fit comfortably on disc at the highest quality setting, as the duration increases the quality may have to be reduced.

Quality is expressed in terms of *bit-rate* in kilobits per second. The higher the bit-rate, the higher the quality of your video. A very high quality setting of 8000 kilobits per second will result in the the best video image that your DVD player can provide. Low settings, in the realm of 2000 kilobits per second, are roughly equivalent to “VHS quality” – the playback quality of an ordinary VCR.

Automatic: This is the default setting, and is recommended for most users. It sets the highest

possible quality for your project based on the amount of video and the number of stills you have included.

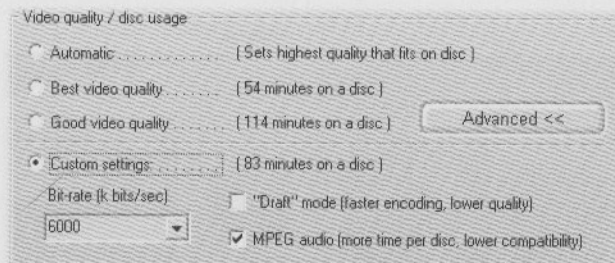
For example, if you have 68 minutes of video in your DVD project, Expression will use the full capacity of the DVD disc by encoding your finished video at the highest possible bit-rate (6000 kilobits per second in this example). A longer project with almost 2 hours of video would be burned at a bit-rate of 3000 kbps.

Best video quality: This setting allows you to force the highest possible bit-rate for your project, resulting in the best possible quality. Keep in mind that in this mode you will be able to get no more than 52 minutes of video onto your DVD (31 minutes for S-VCD).

Good quality mode: This setting allows up to 114 minutes of video on a DVD (39 minutes for S-VCD) while still maintaining good quality.

Custom settings

These settings are recommended for advanced users only.



Bit-rate: The pull-down list offers several bit-rate settings, ranging from 3000-8000 kbps DVD and 2000-2500 kbps for S-VCD. Selecting a higher bit-rate from the list causes the "minutes on a disc" display to decrease accordingly, and vice versa.

You can also type in your own bit-rate setting (e.g. 6553 kbps) if you prefer. Expression accepts bit-rates as low as 2000 kbps.

After you close the Output Media Settings window, you will notice that the Disc Meter icon changes to reflect your selection. Check the icon after entering a custom settings to make sure you have not gone over the disc limit.

“Draft” mode: This setting accelerates the encoding of your project. Expression will encode up to three times faster when the box is checked, but the quality of the video will not be as high.

MPEG Audio: This setting is for DVD output only. While most DVD players support MPEG audio, not all do. You should therefore check this box only if you need to fit more video on your disc and you are sure your DVD player supports the format. The "minutes on a disc" display will increase when this option is used.

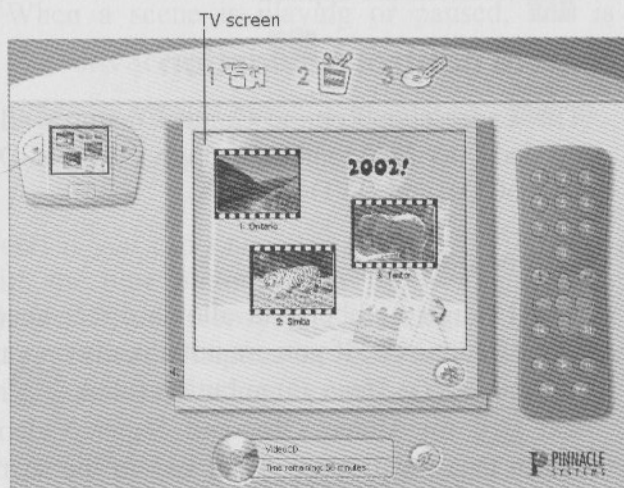
Chapter 4: TV Screen and Remote Control



This is where Expression shows you how your project will look on a television screen. The DVD Player Remote Control gives you a realistic feel for the interactivity you build into each project.

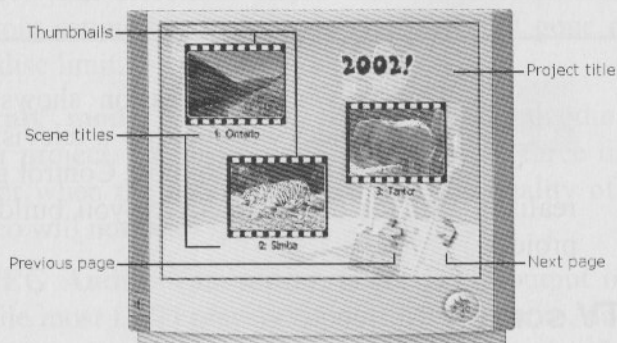
TV screen

The TV Screen is designed to have the look and feel of a television you would find in your living room. It displays scene index menu pages as well as full-motion video and still images from your project. You navigate in the TV Screen with either your cursor or the Remote Control.



Cursor navigation

If a project has more than one menu page, left- and right-arrows appear at the bottom of the page to indicate previous or subsequent pages. Click these arrows with your cursor to move through menu pages.



Click any thumbnail with your cursor and the corresponding scene or still image will activate, come full-screen, and play.

Click any title with your cursor and a text field opens. Modify or create a new title, then press **[Enter]** and the modifications are applied.

Remote control navigation

The Expression Remote Control features all functions needed to navigate through VideoCDs, Super VideoCDs, and DVDs.

Number pad

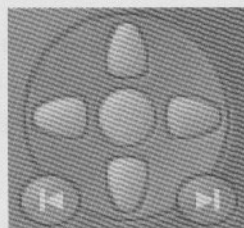
The 10-digit number pad allows direct access to any scene in a movie. If you are not already on a menu page, use the *Go To Menu Page* button (click  for DVDs and  for Video CDs and Super Video CDs) to return to a menu page. Then key in the scene number

you want to access, and Expression plays that scene immediately.



DVD navigation buttons

These seven buttons provide navigation to scenes within a menu page. Blue buttons take you Up, Down, Left and Right. The center blue button is *Play Selected Scene*. The two remaining buttons have dual functions:

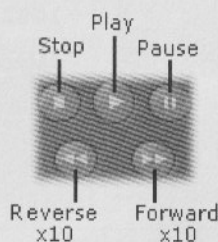


- When a scene is playing or paused,  is *Play Previous Scene* and  is *Play Next Scene*.
- When a menu page is displayed,  is *Show Previous Menu Page*, and  is *Show Next Menu Page*.

Note: if you can't navigate through DVD menu pages with the blue buttons, click the Settings button (see Chapter 3) and verify you've selected DVD as your output format. Chapters on VCD and S-VCD discs can only be accessed using the number pad.

Movie Controls

These are controls for the movie only, and do not affect scenes or menu pages.



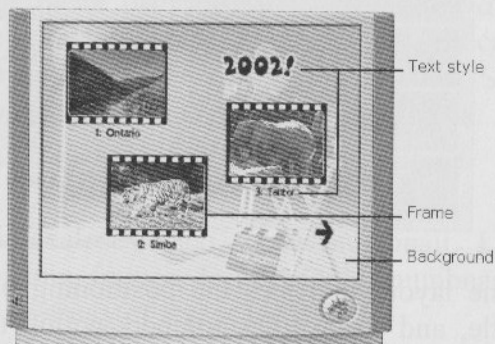
Chapter 5: Customizing Menu Pages



This is where you choose pre-made styles for your scene index menu pages, or design custom menu pages. Before describing both approaches, here's an overview of the elements which combine to make Expression menu pages.

MENU PAGE ELEMENTS

An Expression scene index menu page is comprised of four graphic elements and one audio element. The graphic elements are Layout, Background, Text style, and Frames. The audio element is a WAV or MP3 file you can assign to any menu page.

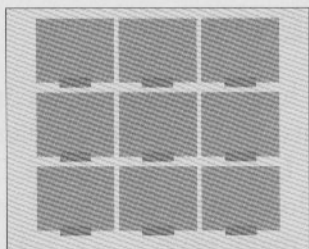


You can access each element when you customize a menu page, a process described later in this chapter (see page 34).

Layout

This menu page element is the template that determines how frames, main title, and scene title are arranged on the page. Layouts differ in the number and position of frames, and whether or not they include main titles or scene titles.

To illustrate, here are two Expression layout templates and their associated menu pages with background, text and frames. Notice that although there are nine scenes in the top menu page, there is no main title, and the scene titles are limited to ascending numbers.



Menu page layout

Menu page with elements

The layout indicates the positioning of frames, main title, and scene titles/numbers within the menu page. Layouts are selected in the Create Custom Menu dialog box (see page 34).

Background

This menu page element is an image that specifies the graphic background of an ordinary menu, or a video file (MPEG or AVI) that specifies the background of a professional-looking *motion menu*. Expression comes with a number of attractive backgrounds for static menus, and also allows you to import any BMP, JPG, PCD, PCT, TGA, TIF, or WMF file for use as a custom background.

The Expression background aspect ratio is 4 to 3. If you import an image with a different aspect ratio, Expression will scale it to fit within the frame, and fill the remaining area with the color of the top-left pixel of the imported image.

Backgrounds are found and imported in the Create Custom Menu dialog box.

Text style

With this menu page element, Expression offers you multiple text styles with different fonts and colors that you can apply to your menu pages. Text Styles are found in the Create Custom Menu dialog box.

Frames

A *frame* encloses each scene thumbnail. Like real-world picture frames, Expression's thumbnail frames come in a variety of styles and colors.

In addition to being a graphic element on the menu page, frames are highlighted to indicate which scene is selected when navigating through a DVD menu page.

Frames are found in the Create Custom Menu dialog box.

Sound

Sound can be used as a menu page element. Expression comes with a selection of music and sound effect WAV files. You can also import custom WAV or MP3 files (e.g. sound effects, music, or voice-over narration). You can attach any WAV or MP3 file to any menu page or still image.

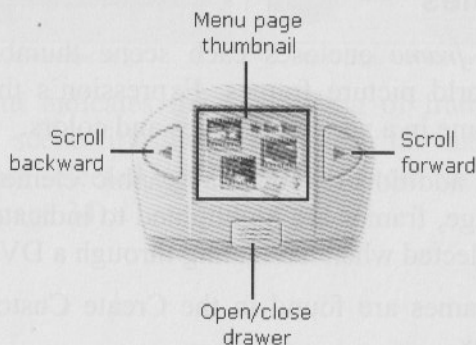
Audio files are found and imported in the Create Custom Menu dialog box (see page 34).

THE STYLE CHOOSER

For fast and easy menu pages, use the Expression Style Chooser. It's pre-loaded with numerous styles featuring different combinations of layouts, backgrounds, text styles and frames.

Navigating the Style Chooser

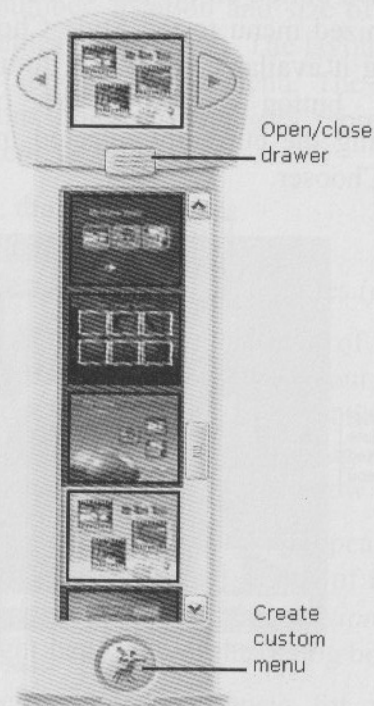
The Style Chooser displays a thumbnail of the current menu page appearing on the TV Screen. As you scroll forward or backward through the style choices, each thumbnail is replicated in the TV screen for immediate viewing.



The Style Chooser also offers a No Menu choice: when your disc is inserted in a player, the disc plays from start to finish without displaying a menu page. The viewer still has the ability to jump forward  or back  between scenes with the remote control.

The Style Chooser Drawer

Click the *Open Drawer* button on the Style Chooser to display five style thumbnails at a time. Click on any style and it appears instantly in the TV Screen, displaying scene thumbnails and titles of imported or captured assets.



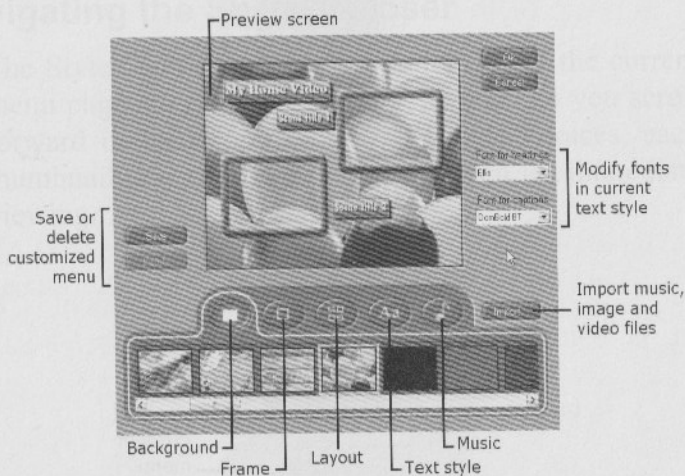
Click on the button at the bottom of the drawer to customize a menu page.

Create Custom Menu Dialog Box

Access this dialog box by clicking the *Create Custom Menu* button on the Style Chooser. This is where you may customize each element of a menu page. Click on any of the five element buttons and choices appear. Click on any choice and the sample menu page is immediately updated in the Preview screen with the new element choice.

To use your own background images, MP3 or .WAV files, click the *Import* button and make your selection from the provided file browser browser.

The *Save* button on the left of the dialog box adds your customized menu to the Style Chooser (see page 32), making it available for use in future productions. The *Delete* button performs the opposite operation, removing the currently selected menu style from the Style Chooser.



Backgrounds: The background portion of your menu can be either a still image file in any of the supported formats (BMP, JPG, PCD, PCT,



TGA, TIF, or WMF), or a portion of the video from an AVI or MPEG video file. Menus with video backgrounds are known as *motion menus*. (For information about the duration of motion menus, see “Menu page audio files” on page 36.)

Frames: These enclose the thumbnail images in your menus, which represents either a frame of video or an image from a slideshow. All the thumbnails provided by the menu layout use the same type of frame. Select one that complements your project from the numerous provided types.



Layouts: Menu layouts are templates that specify the number, location and size of the thumbnail frames on the menu. The layout also controls the text that appears on the menu. The icon for each layout contains colored rectangles representing three types of content, as follows:



- Turquoise: thumbnail frames
- Light purple: menu title (heading)
- Dark purple: scene numbers and titles (captions)

Text styles: Although the *placement* of text on a menu is controlled by the layout, its *appearance* can be modified by selecting one of the numerous provided styles, each offering a combination of font, color and effects (such as shadow and “glow”).



Further customization of the text appearance can be achieved by making your own choice of fonts with the *Font for headings* and *Font for captions* drop-down lists on the right-hand side of the dialog box.

Music: Select background music for your menu from the choices offered, or choose *Silence*. You can also use the *Import* button to bring in a music file of your own choosing.



Menu page audio files

When attaching an audio file to a menu page, Expression sets the minimum duration at 40 seconds, and the maximum duration at 280 seconds. Here are three examples:

- When displaying a menu page with a 15-second audio file attached, Expression plays the audio file and adds another 25 seconds of silence before playing the file again. This continues for as long as the menu page displays.
- When displaying a menu page with a 120-second audio file attached, Expression plays the audio file and immediately plays it again (loops the audio file). This continues for as long as the menu page displays.
- When displaying a menu page with a 300-second audio file attached, Expression plays the first 280 seconds and begins playing it immediately from the start. This continues for as long as the menu page displays.

Audio with motion menus

In the case of a motion menu (a menu whose background consists of moving video rather than a still image), the duration of added audio is calculated in the same way as just described, and the duration of the menu's video loop is also set to that value. If the video file is shorter than this calculated duration, however, the audio is truncated to match.

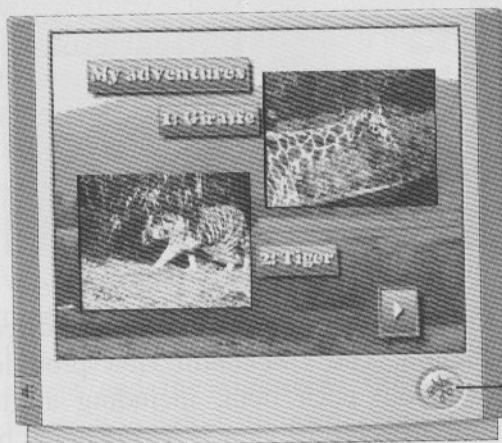
The duration of a motion menu in the *absence* of audio is set to 40 seconds or the length of the video file, whichever is less.

Chapter 6: Video Scenes and Slideshows

When you have chosen or designed a menu page to your liking, you may wish to edit the video scenes and/or still-image slideshows that make up the body of your production. Click the *Edit video and slideshows* button to open the Edit Video dialog box.

The operations provided by this dialog box include:

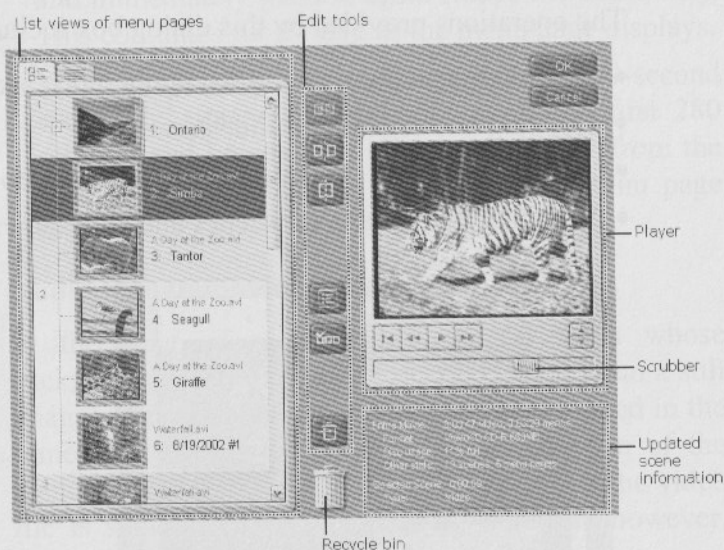
- Rearranging, trimming and renaming video scenes
- Creating and organizing slideshows
- Adding audio and transition effects to slideshows
- Selecting thumbnails for scenes and slideshows



THE EDIT VIDEO DIALOG BOX

This dialog box provides several areas that let you fine-tune your production:

- Two *list views* of the video scenes and slideshows that can be accessed from your menu pages
- A *Player/Editor* for viewing video scenes and editing your still images
- An information box that annotates both your production as a whole and the currently selected item(s) in the list views
- A suite of edit tools



Both of the list views show a complete directory of your production. The *Thumbnail* view provides more information about each item, including a thumbnail image, while the *Icon list* view is less detailed but more compact.

Expression gives each video scene a default name (e.g. "A Day at the Zoo #3") based on the title of the captured video file and a sequence number reflecting the order in which the scenes were detected. The name will appear next to the scene thumbnail in most menu layouts. If you prefer to use a custom name, simply click the old one in the Thumbnail list view and type into the text field provided. Press Enter to complete the operation.



The default name for a slideshow is the file name (without extension) of the first image in the slideshow when it was created. Slideshow names are editable in the same way as for video scenes.

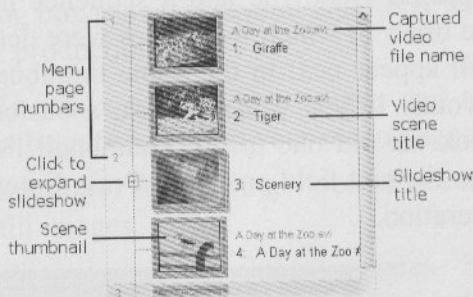
The list views

Each of the two list views provides a complete listing of the video scenes and slideshows in your production. The main difference between the two is in the trade-off between detail and compactness. However, a few operations – like renaming - are available only in the Thumbnail view.



Access the Thumbnail list view by clicking its tab at the top left of the dialog box. For each video scene, this view displays the thumbnail representing the scene, the title of the captured video file, and the scene title. For a slideshow, the thumbnail image and the slideshow title are displayed. In the illustration below, the items appear in groups of two on backgrounds that alternate between shaded and white.

This indicates that we have chosen a menu layout with two “chapter” thumbnails per menu page.

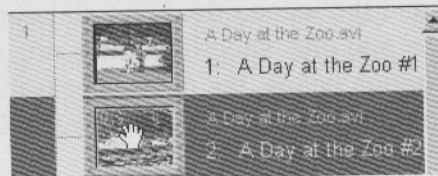


The tab for the Icon list view gives a bird's eye view of project, with less information about each item, but more items visible at once. This is the better view to use when you want to rapidly reorganize the project using drag-and-drop.

Working in the list views

Click any item in a list view to select it., indicated by dark blue highlighting. To make multiple selections in the list, drag the mouse over multiple items, or combine mouse clicks with the Shift and Ctrl keys in accordance with standard Windows multiple selection techniques.

When your cursor passes over the scene thumbnail (or icon, in Icon list view), it assumes the “grabber” shape, indicating that the item (or multiple-selected items) can be dragged to another location in the list. At this point, simply click and drag to move the item, releasing the mouse button over the desired target point.



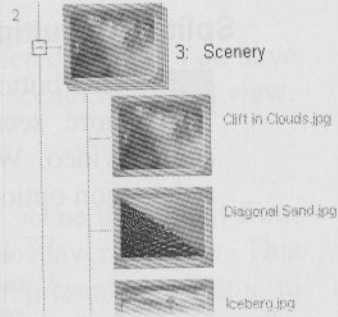
Duplicating selected scenes

You can duplicate selected items using the standard Windows keyboard commands for Copy (Ctrl+C), Cut (Ctrl+X), and Paste (Ctrl+V).

Opening and closing slideshows

A *slideshow* is a collection of still images that are accessed as a group from one of the thumbnails on your menu pages. Whether it contains one image or many, the slideshow consists of a *header*, which appears as an item in the list views along with any video scenes, and the *images* themselves. The header corresponds to the menu page thumbnail as it will eventually appear on your disc, while the images are the content to which that thumbnail will link.

A slideshow appears in the list view in one of two states:

- Closed (“collapsed”): Only the header is visible. Click the plus sign next to the thumbnail to open the slideshow.
- Open (“expanded”): Now the images belonging to the slideshow are also shown, indented below the header. Like other list items, they can be moved by dragging within the list. They also support certain other editing operations (see “Editing still images” on page 47). Click the minus sign next to the header thumbnail to close the slideshow.

Importing images from Windows Explorer

A quick way to build a slideshow directly within the Video Scenes and Slideshows dialog is to drag images onto either list view from Windows Explorer. Individual or multiple image files imported in this way will create a new slideshow at the beginning of your production. If you drag in a *folder* of images, the resulting slideshow will be given the name of that folder.

In either case, after the images have been imported you can rearrange them in any way you wish to integrate them with the other components of your production.

The edit tools

Combine scenes



This button allows two or more video scenes to play as one extended scene. It becomes active when two or more consecutive scenes are selected in either of the List Views. (Equivalently, right-click in one of the selected scenes and choose *Combine* from the pop-up menu.)

Split into multiple scenes



This button divides a selected scene into one or more scenes by *redetecting* scenes from the source video. When you click the button, a menu of redetection options is displayed:

Detect scenes by shooting time and date
Detect scenes by video content
Split scenes at regular intervals...
Split scenes at edit points

The first three choices are the same as those found in the Scene Detection Options dialog box (see page 14).

The fourth choice, *Split scenes at edit points*, undoes any scene merges you may have performed with the *Combine scenes* button.

Split



This button divides the currently-selected video scene at the frame displayed in the Player window. This is a powerful editing tool when used along with the *Delete* button, because it allows you to trim away the start or end of any scene with single-frame accuracy.

The *Split* button can also be used within a slideshow, creating two separate slideshows that can be separately manipulated thereafter. (If you want the opposite operation – merging two slideshows – simply drag the images from one into the other.)

Delete



This button sends the selected scene or scenes to the *recycle bin*. For instance, after splitting a scene, click this button to remove the unwanted portion.

The recycle bin



Click this button to view deleted scenes. You have the option to restore deleted scenes to the list view.

Thumbnail



This button creates a new scene thumbnail from the frame displayed in the Player window. This allows you to choose the most representative frame in any scene, rather than being locked into using the initial frame. (Hint: use the *Frame Forward* and *Frame Reverse* buttons in the Player to choose the precise

frame you wish to designate, then click the *Thumbnail* button to update that scene's thumbnail).

The *Thumbnail* button also works to set the thumbnail for a slideshow header. Open the slideshow and select any of the images within it, then click the *Thumbnail* button.

Edit Options



This button opens the Edit Options dialog box.

Edit Options

The Edit Options dialog box offers choices that affect how your disc will be viewed by the user.

There are actually two forms of this dialog. Some options apply only to individual slideshows, and so only appear when a slideshow is selected in the list view.

General options for all scenes

The options in this group apply both to video scenes and slideshows. They do *not* apply to individual images *within* slideshows.

Show title when playing: This displays the scene title for 2 seconds at the beginning of each scene. This is a global setting for all scenes.

Return to menu after playing: This returns the user to the menu page after each scene. This is a global setting for all scenes. If this choice is not made, each subsequent scene plays automatically without user intervention.

Fade to black between scenes: This option places a video cross-fade between all scenes. The cross-fade

does not affect audio. Activating this option deactivates *Dissolve between scenes*.

Dissolve between scenes: This places a dissolve transition between all scenes. Activating this option deactivates *Fade to black between scenes*.

Slideshow options

These options apply only to the currently-selected slideshow.

Length of time to display each still image: This sets the duration for display of still images. The minimum duration is 1 second; the maximum is 999 seconds. All the images within a slideshow have the same duration.

Transitions between images: This dropdown list lets you customize each of your slideshows with any of several standard transition types, including wipes, slides, pushes and dissolve. The selected transition is used between each pair of images in the slideshow.

For several of the transition types, a direction can be specified using the neighboring *Direction* button. When this button is enabled, clicking it repeatedly cycles through the allowed directions for the transition you have selected.

Two additional options on the *Transitions between images* list are “None (cut)”, which is the default, and “Mixed”, which places a randomly-selected transition between each pair of images.

Use audio soundtrack: To add a musical background to your slideshow, check this option and make a selection from the drop-down list. To use an audio file that is not already on the list, click *Import file* and browse for any WAV or MP3 file on your system.

Fit slideshow to length of audio: This setting, which is only available when *Use audio soundtrack* has been selected, tells Expression to set the duration of each image in the slideshow to an equal share of the total duration of the audio, so that slideshow and soundtrack end simultaneously. The *Length of time to display each still image* setting (see above) is overridden.

The Player

The buttons and controls in the Player window let you navigate through a scene.



Play/Pause: The *Play* button previews the scene from the current position. Once preview begins, *Play* toggles to a *Pause* button. When paused, the frame on which Preview stops becomes the selected frame.



Scrubber: Grab the *Scrubber* with your cursor to quickly traverse forward and backward through the scene. The Scrubber shows at a glance your relative position within a scene. Regardless of length, the Scrubber bar represents the entire length of the scene, with the left edge as the beginning.



Frame Forward/Reverse: The *Frame Forward* button advances the Scrubber by one frame with each click. The *Frame Reverse* button reverses the Scrubber by one frame with each click.



Fast Reverse: Plays the scene in fast-reverse mode at 10x the normal speed.

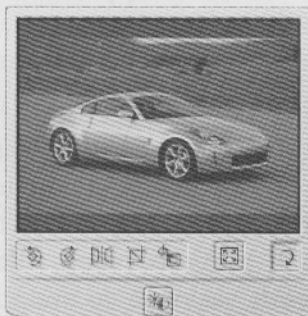


Fast Forward: Plays the scene in fast-forward mode at 10x the normal speed.



Go To Beginning: Moves the Scrubber to the first frame of your scene.

Editing still images



When a slideshow image is selected in the list view, the Player window takes on a new role: that of Image Editor, with its own set of buttons for performing operations on still images.



Rotate left: Rotate the image 90 degrees counterclockwise. If the rotated image doesn't fit exactly within the frame, the extra space is filled with the current *border color*.



Rotate right: Rotate the image 90 degrees clockwise. Blank areas are filled in with the current *border color*.



Mirror image: The image is reversed left-for-right, as in a mirror. Repeating the operation restores the original appearance.



Crop/Zoom: This button initiates a mode in which an area of the image can be selected for magnification. The button stays in its “down” position when clicked, and the image is redrawn in the Player window within a frame containing eight control points at the corners and edge-midpoints.

Click and drag on the control points to specify a zoom region within the image frame. If you want the

magnified image to maintain the original shape (“aspect ratio”), manipulate the frame with its corner control points. Use the control points in the edges of the frame if you want the magnified image to have a different aspect ratio.

After the desired zoom region has been enclosed, click the *Crop/Zoom* button again to exit the mode. The marked region expands to fill the Player frame, with any unused portions being filled in with the current *border color*.



Set border color: Since many images do not conform to the 4:3 aspect ratio of ordinary video, blank areas can occur at the sides or top and bottom of the frame when the images are used in your Expression project. By default, such areas are filled in with the “auto-color” – the color of the top-left pixel in the image. This often yields a good result, but for special cases choose one of the four options presented when you click the *Set border color* button: “Auto-color”, as just described; black; white; and “Choose color...”. The last option lets you choose the border color from a standard Windows color picker dialog.



Full-size view: In order to see details of the image that may not be evident in the small Player window, this button opens the image at full resolution in its own window. Click anywhere in the opened window to close it again.

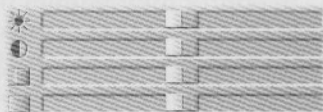


Reset to original image: This button restores the image to its original form, canceling the effect of any edits you have made.



Color correction controls: This button opens a pop-out panel of sliders that can be used to modify the color and related attributes of the image.

They can be used to improve the technical quality of images, or to achieve special visual effects within the context of your production.



From top to bottom, the four sliders control these characteristics:

Brightness: Increase or decrease the overall intensity of the image. Use this to correct an overly light or dark image.

Contrast: Expand or reduce the *range* of intensities in the image. Adjustments to both contrast and brightness may be needed to achieve the optimum effect.

Hue: Bias the overall color balance of the image. This can be used to correct a “color cast” affecting the entire image.

Saturation: Modify the *amount* of color in the image. Pushing the slider all the way to the left results in a gray-scale image; pushing it all the way to the right usually results in colors that are garishly intense.

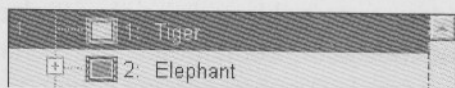
TRIM A SCENE

A *video scene* is a number of video frames joined together and displayed at a constant rate, giving a viewer the perception of motion.

To trim a scene, we’ll use this sample video scene named Tiger, 7 frames in length (for purposes of illustration).



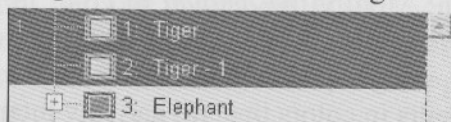
This is Tiger in the Expression List View:



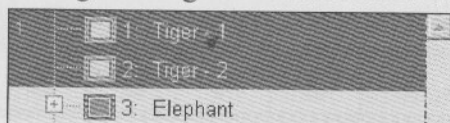
We want a new, trimmed scene to start with frame 2 and end with frame 5.

To trim the scene:

1. Select the scene. If either the *Fade to black between scenes* or *Use dissolve transitions within combined scenes* edit options are selected, deselect them (either choice can be re-initiated after trimming).
2. Use the Scrubber to move within proximity of frame 2.
3. Use the *Frame Forward/Reverse* buttons to display frame 2 in the Player. This is the first frame of your trimmed scene.
4. Click the *Split* button. Expression places both new scenes in the List View, and names Frame 1 “Tiger,” and Frames 2 through 7 “Tiger-1.”



5. Select “Tiger” in the List View and click the *Delete* button. “Tiger-1” remains in the List View.
6. Select “Tiger-1” and scrub to frame 6. This is the frame following the last frame of our new trimmed scene.
7. Click the *Split* button. Expression places both new scenes in the List View, and names Frames 2 through 5 “Tiger-1” and Frames 6 and 7 “Tiger-2.”

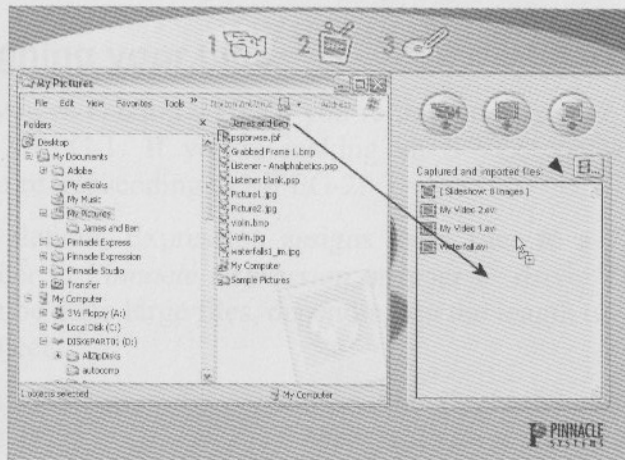


8. Select “Tiger-2” in the List View and click the *Delete* button. “Tiger-1” remains in the List View and is our desired trimmed scene, beginning at Frame 2 and ending with Frame 5.



Importing Folders

A time-saving technique for importing multiple images is to place them in a folder, and drag that folder from Explorer directly into the Captured and Imported Files list.



Still Image Ordering

When importing a folder of still images, the images appear in their original order. However, they can be rearranged in any order when you open the Expression List View.

Keep in mind that still images can be added or deleted once in the List View.

1. Select the **Import** button in the **File** menu.

2. Select the **Import** button in the **File** menu.

3. Select the **Import** button in the **File** menu.

4. Select the **Import** button in the **File** menu.

5. Select the **Import** button in the **File** menu.

6. Select the **Import** button in the **File** menu.

7. Select the **Import** button in the **File** menu.

8. Select the **Import** button in the **File** menu.

9. Select the **Import** button in the **File** menu.

10. Select the **Import** button in the **File** menu.

11. Select the **Import** button in the **File** menu.

12. Select the **Import** button in the **File** menu.

13. Select the **Import** button in the **File** menu.

14. Select the **Import** button in the **File** menu.

15. Select the **Import** button in the **File** menu.

16. Select the **Import** button in the **File** menu.

17. Select the **Import** button in the **File** menu.

18. Select the **Import** button in the **File** menu.

19. Select the **Import** button in the **File** menu.

20. Select the **Import** button in the **File** menu.

21. Select the **Import** button in the **File** menu.

22. Select the **Import** button in the **File** menu.

23. Select the **Import** button in the **File** menu.

24. Select the **Import** button in the **File** menu.

25. Select the **Import** button in the **File** menu.

26. Select the **Import** button in the **File** menu.

27. Select the **Import** button in the **File** menu.

28. Select the **Import** button in the **File** menu.

29. Select the **Import** button in the **File** menu.

30. Select the **Import** button in the **File** menu.

31. Select the **Import** button in the **File** menu.

32. Select the **Import** button in the **File** menu.

33. Select the **Import** button in the **File** menu.

34. Select the **Import** button in the **File** menu.

35. Select the **Import** button in the **File** menu.

36. Select the **Import** button in the **File** menu.

37. Select the **Import** button in the **File** menu.

38. Select the **Import** button in the **File** menu.

Chapter 7: Making the Disc



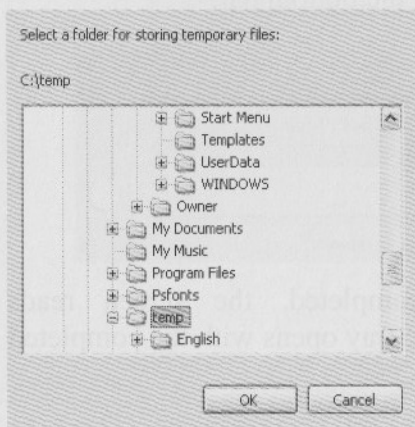
Prior to *Making the Disc*, you must already have chosen the Output format from the Output Media Settings dialog box (Chapter 3).

When the Making the Disc window opens, you have the *Transcoding*, *Compiling*, and *Disc Burning* elements of making a disc displayed on-screen.

Assigning your files

If you're making a VCD, you're transcoding your files to MPEG-1. If you're making an S-VCD or DVD, you're transcoding to MPEG-2.

By default, Expression assigns these files to a *Temp* folder in *Pinnacle Expression* on your C: drive. These can be quite large files, depending on the length of your project.

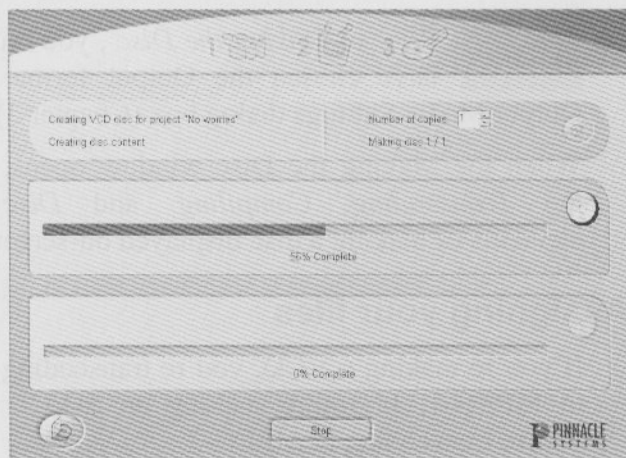


Click the *Options* button to open a Browse for Folder dialog box where you can choose any location for these transcoded and compiled files.

When you have your files assigned, click the *Start* button to begin burning your disc.

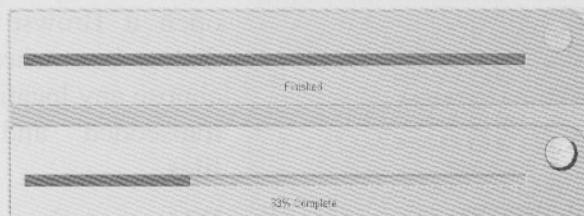
Transcoding and compiling your project

The top progress bar tracks the process of transcoding and compiling your AVI files and still images. The time needed for these operations is related directly to the speed of your processor.



Burning the disc

Expression takes the compiled files and burns a disc. Progress is displayed on the bottom bar.



When the disc is completed, the screen reads "Finished" and your disc tray opens with the completed disc.



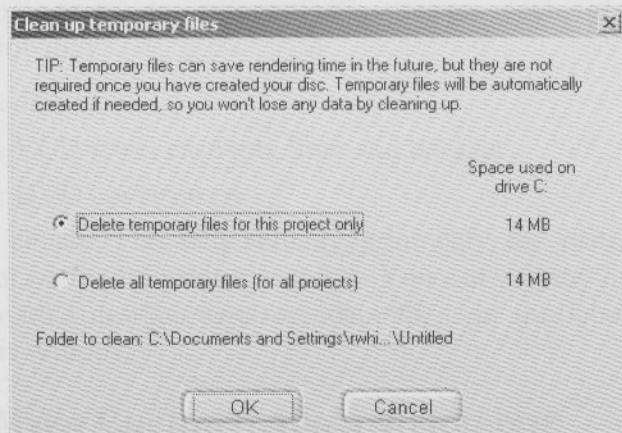
If you're burning more than one disc, Expression prompts you to load another blank.

The Clean-up Temporary Files option

Once you have transcoded and compiled a project, you can have potentially huge files.



Expression displays the *Clean-up* button, which offers two options:



Chapter 8:

Making Labels and Inserts

You've shot your video, you've put your production together, and you've made your disc. Now what?

Immediately after it has burned your disc, Expression will suggest a finishing touch: printing out a custom label and case inserts.

If designing a label sounds like too much work, don't worry: Expression's *Custom Labeler* draws on information about your disc, including menu styles and clip names, to automatically design each of the following:

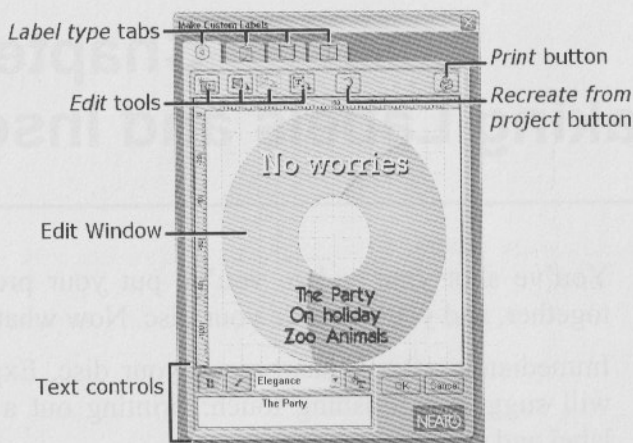
- a disc label
- a VCD jewel case tray liner and booklet
- a DVD cover insert.

Of course, you will actually print only the materials your particular project requires. You can use any of the provided designs as-is or adapt them in the labeler's Edit Window.

The Make Custom Labels dialog box



Open the Make Custom Labels dialog box by clicking the *Custom Labeler* button on the Making the Disc screen, or by okaying the dialog prompting you to enter the labeler after burning a disc.



Label type tabs

The four tabs across the top of the labeler select which type of insert or label you want to work on in the Edit Window. The four types are:

Create disc label: This label goes on the disc itself. Since VCDs, S-VCDs and DVDs are all the same size (the same as an ordinary audio CD) the same label design will work with any output format. 

Create jewel case booklet: This is a single folding sheet that forms the outside front and inside front covers of the VCD or S-VCD jewel case. 

Create jewel case liner: This liner goes under the tray in a VCD or S-VCD jewel case. Your text appears on the back of the case, and along its left and right edges. 

Create DVD case insert: This type of insert slips into the clear plastic liner on the outside of a DVD case. 

The *Edit* toolbar

These four buttons access the main editing operations of the *Custom Labeler*. (Detailed editing of individual text boxes and images is carried out using your mouse and keyboard in the Edit Window.)

Change background of label: The default background of your label is the background image of your project's menus. This button opens a *browse for file* dialog that lets you select any image file on your system. Most standard image formats (**jpg**, **bmp** etc.) are supported. The image you select is stretched to fit the type of label you are working on.



Add image to label: This button also opens a *browse for file* dialog in which you select an image file. The new image is stretched to a default size and proportion (a 4 to 3 ratio of width to height) and placed onto the label. The size and proportions of the image can afterwards be changed as desired within the Edit Window.



Change selected image: This button is only available when an image is currently selected within the Edit Window (see "The Edit Window" on page 61). The usual *browse for file* dialog opens, allowing you to select a new image file, which replaces the existing image while preserving its size and proportions.



Add text to label: This button pops up a menu offering four varieties of text box you can add to the current label. The four types are:



- **Simple text:** This type of text box supports word wrap, plus horizontal and vertical stretching and skewing. Simple text does not support the outline and shadowing features provided by the other types.

- **Curved text:** This type has the same properties as *simple text*, but is drawn around the edge of an ellipse instead of along a straight line (handy for disc labels!).
- **Angled text:** This text box makes it particularly easy to position your text at an angle. (To achieve a similar effect with other types of text box, see “Rotating an object” on page 65.)
- **Stretchable text:** For special effects, this type of text box can be warped into any four-sided shape just by dragging with the mouse.

For information on the various ways of changing the size, proportions and angle of text boxes, see “The Edit Window” on page 61. To modify the text itself, or its font, style and color, please refer to “The text controls” on page 66.

The *recreate from project* button

The first time you open the *Custom Labeler* from within a new Expression project, a set of default designs for your labels and inserts is created automatically. These are based on the particulars of your production, including the menu style you have chosen and the names of your clips and images.

If you would like your labels and inserts to reflect changes and additions you make to the project *after* the default design has been generated, click *recreate from project*. Your current label designs will be replaced by an entirely new set, just as though you were opening the *Custom Labeler* for the first time in this project.

Expression offers several styles of generated labels with the Select Label Style dialog. Choose a style from among those offered then click *OK*. Try different styles until you find the one that works best for your project.

Note: Any customizations you have performed on your labels and inserts after they were originally created are lost when you click *recreate from project*. In some cases you may prefer to update the labels manually to reflect minor changes to your project.

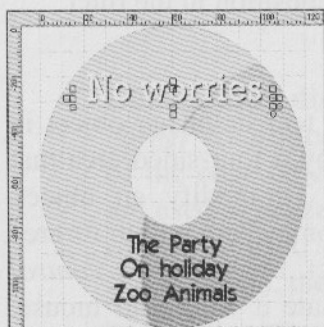
The *print* button

To print out the labels and inserts your production requires, open the Print Custom Labels dialog box by clicking the *print* button. For more information, see “The Print Custom Labels dialog box” on page 66.



The Edit Window

The Edit Window is your main work area for customizing the appearance of labels and inserts in the



Custom Labeler. With your mouse and keyboard you can quickly edit the size, shape and orientation of the *objects* – images and text boxes – on the current label.

Both the objects created for you by *Custom Labeler* and those you add manually (see “The *Edit* toolbar” on page 59) can be edited.

Images vs. text

Editing the size, shape and angle of the objects on a label or insert works the same way for both text and images.

To edit the other properties of a text box – the font, the style and the text itself – see “The text controls” on page 66.

Editing with guide lines and alignment lines

The Edit Window is ruled at regular intervals with light gray *guide lines*. Use these as a visual aid for positioning and alignment as you move objects around on the label.

You can also add *alignment lines* to the Edit Window by double-clicking at the desired position on the horizontal or vertical rulers. When the edge of a text box or image is dragged into the vicinity of an alignment line, the object will “snap” into place, making it easy to achieve perfect alignment.



If you need to adjust the position of an alignment line, move your mouse pointer along the Edit Window ruler until you see a positioning cursor, then click and drag as desired. To remove an alignment line, double-click its position in the ruler.

Selecting an object

The geometric properties of a text or image object in the Edit Window are defined by a four-sided area that



frames its contents. To modify an object, select it by clicking somewhere within its area.

This *selects* the object, revealing the *control points* you can use to manipulate it with your mouse.

Except on the control points themselves, the mouse pointer for a selected object is a cross of arrows, indicating that the object can be moved in any direction by clicking and dragging with the mouse.

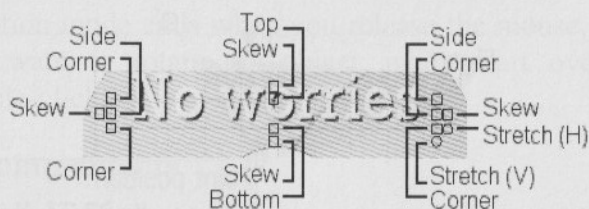


Editing with control points

Different types of object provide different numbers of control points for accessing the object's properties and capabilities.

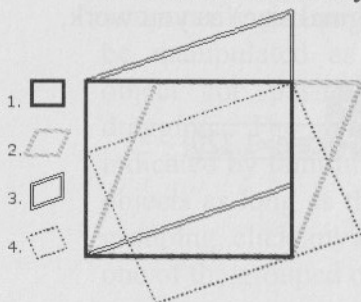
To use a control point, click on it with the left mouse button, then “drag” the point while holding the button down, releasing it when the point is positioned to your satisfaction. The mouse pointer for a control point is a smaller version of the crossed-arrow “drag” pointer used for the main object (see “Selecting an object” above).

In most cases, a little experimentation will quickly reveal how to operate the control points for a particular object. The *simple text* and *curved text* objects, with 14 control points, seem complex at first glance, but the points are of only three clearly identifiable types:



Change box dimensions: The *side*, *top*, *bottom* and *corner* control points, eight in all, govern the position of the edge or corner to which they are attached, and are used to resize the object. They do not affect the size of the text itself – only the size of the area on which the text is drawn, thereby controlling word wrap.

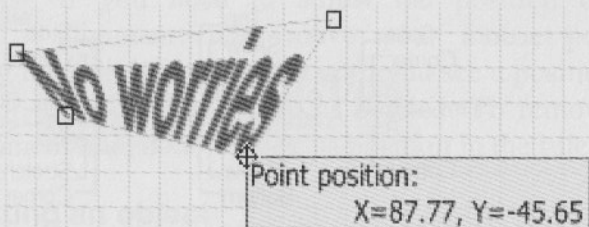
Skew box: The four *skew* control points tilt the text box either vertically or horizontally. When combined with the *change box dimensions* control points, any desired parallelogram can be created. The diagram at left shows: 1) an unskewed box; 2) horizontal skewing; 3) vertical skewing; and 4) combined horizontal and vertical skewing.



Stretch text: These circular control points resize the actual text along with the text box.

The *Custom Labeler* provides the same set of control points as just described for used with image objects, except for the two *stretch text* points.

While you drag a control point, a pop-up window shows the point's coordinates within the Edit Window so that you can achieve precise positioning. Notice that the *X* co-ordinates *increase* from 0 as you move from left to right, while the *Y* co-ordinates *decrease* from 0 as you move from top to bottom.



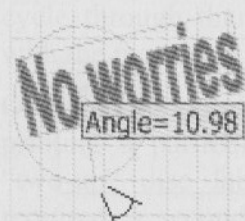
Scaling: resizing without distortion

If you simply want to change the size of the selected object without changing its shape, hold down the Shift key, then click the left mouse button. Now drag your mouse *up* to enlarge the object or *down* to shrink it. A pop-up window displays the current scale factor (where 1.000 corresponds to the original size) as you work.



Rotating an object

To rotate an object, begin by double-clicking it with your left mouse button. Your mouse



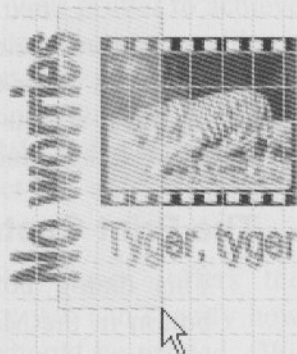
pointer will change to show that the object is now in *rotation mode*. Click on or near the object with this cursor and move your mouse. The object rotates, using the point where you clicked as its center of rotation. A pop-up

window keeps you informed of the object's angle as you work.

Rotation mode ends when you release the mouse, so if you want to rotate the object again, start over by double-clicking.

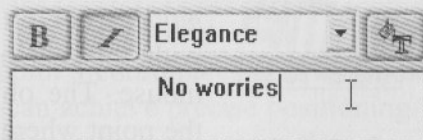
Grouping objects

If you want to position or rotate more than one object at the same time, begin with a left-click in any empty part of the Edit Window (i.e. *not* on any object). Click and drag to create a translucent *group selection box*. Any objects partly or wholly within the box when you release the mouse are now temporarily grouped, and can be manipulated as a single object for positioning and dragging. The grouping is indicated by faint blue line that surrounding each of the objects as long as the group is in effect. To cancel the grouping, click anywhere in the Edit Window *except* on one of the grouped objects.

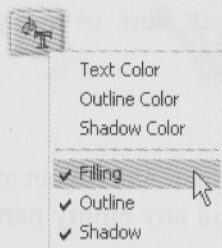


The text controls

Below the Edit Window is a set of controls that control the appearance of the text in the currently-selected text object.



Click the *bold* and *italic* buttons to toggle these styles on and off in the object, or select a font from the drop-down list. In our illustration, the current text object has been set to use the “Elegance” font with the italic style.



The button at the top right of the text controls opens a pop-up menu with two sets of three options. The first three selections open a Color dialog box in which you can choose a new color for the text, its outline or its shadow. The second set of three selections lets you turn any of the three attributes on or off. Switch off the *Filling* attribute, for instance, if you would like to create text in which the label background is visible through the letter outlines.



The Print Custom Labels dialog box

This dialog box is accessed with the *print* button in the Make Custom Labels dialog box (see page 57).



The dialog is divided into three areas.

The *Papers* area: This leftmost area provides a list of label stationery types. Choose the type of paper stock you are planning to use, then move on to...

The *Preview* area: This area shows how your labels will appear on your chosen stationery. Only those label and insert types that can be used with the paper type will appear. If there are multiple possibilities, you can cycle through them by clicking the previewed labels with the mouse.

One of the possibilities you will be offered is that of *not* printing a particular label. This option is useful on “two-up” disc label paper: if exactly one label is required, a second label on the sheet represents only wasted ink. Clicking the second previewed label to blank it will result in faster, more economical printing.

The *Control* area: This area contains two main groups of controls.

The first, *Printer*, lets you select the printer you want use from a drop-down list of the printers available on your system. The *Settings* button lets you access the options available for the printer you have chosen. The *Calibrate* button opens the Calibration Wizard, which gives instructions on calibrating your printer to achieve optimum results. You should only have to calibrate your printer once, before the first time you print labels. Thereafter, rerun the Calibration Wizard only if you notice that the printing of your labels and inserts is not exactly positioned with respect to any registration marks on the paper.

The second group of controls, *Paper*, offers the *Number of copies* control, where you can specify how many copies of the label page should be printed. (We recommend that you always print a single test page to confirm your settings and calibration before carrying on to print multiple copies.) The *Print* button initiates printing using the options you have chosen elsewhere in the dialog box.

Printing tips

The first release of Expression supports the paper types manufactured by Neato. Choose your particular label type from the list on the dialog box. It is expected that other label types will be supported in future versions of Expression. For more information, please refer to:

www.pinnaclesys.com/neato

When inserting blank labels into your printer, be sure to follow any guide marks and other indications on the paper. In general, the specialized paper stocks used for label and insert printing will only work properly when inserted exactly in accordance with the manufacturer's recommendations.

Appendix A: Technical Support

Pinnacle Systems has free self-service troubleshooting assistance, 24 hours a day, 7 days a week. To access a technical support, go to:

<http://www.pinnaclesys.com/support/expression>

There you can access any of the technical support options described below, and also download the latest updates to your Expression software.

FAQs (Frequently Asked Questions)

This is the best way to get your questions answered. View scores of technical questions and their solutions on a wide range of subjects. They are sorted with the 20 most commonly read questions listed. It is also easy to modify the sort order with the *Sort* pull-down menu.

Ask a question, find an answer

Simply type your question into the space provided to see a list of the most likely solutions. Using this natural language search, you can type in your question or the symptom of your problem, such as "I am having problems outputting to tape" or "I get an error message when I try to capture". If you do not get relevant solutions, try rephrasing your question. For example, instead of entering "I get an error", you might try "I get an error that states that my data rate is below 4000 kbps when I capture".

Another useful trick for locating the right solution is to make a selection on the *Category* the pull-down list.

For example, if you have a question about installing the hardware or software, choose the category "Setup, Install and Configuration Issues" to see the top ten installation questions. The categories follow the main features of Expression along with some other general categories.

Discussion Forum

Nearly 100,000 users have registered to use this free service. Search Pinnacle Systems' on-line Discussion Forum to see if someone has already encountered your question. Post your question on the Discussion Forum and get help from Pinnacle Systems and other users. This forum is also searchable, so you can type in "dropping frames", for example, to display discussions with solutions on that topic.

Once you post to the Discussion Forum, you can get an email notification when someone has replied to your question. To get email notification, after you post your question, simply click on the *Email* button in the upper right hand corner of the Discussion Forum browser window, then click *OK*.

Email support

If you are unable to find answers to your questions using our website, Pinnacle Systems also offers troubleshooting and technical support by email. Email is usually responded to within 48 hours (excluding weekends and holidays). Use the "Ask a Question" section of the support web site to submit an email. Before the email is submitted, five suggested solutions to your issue will be presented to you. Please review them. Over 70% of customers find their answer in these suggested solutions.

Additional support

If you are still not able to solve your problem, please check the Pinnacle Service & Support Center that was installed with your Expression software.

Click *Pinnacle Expression/Pinnacle Service & Support Center* in your Windows *Start/Programs* menu and select your country. Here you will find additional support information including the phone number for technical support in your country.

Additional support

If you are unable to obtain answers to your questions using our website, Panasonic Systems also offers technical support via telephone. This service is available to all customers who have purchased a Panasonic system.

Technical support is available via telephone at 1-800-451-5252. This service is available to all customers who have purchased a Panasonic system. Please call this number if you need assistance with your system.

Technical support is available via telephone at 1-800-451-5252. This service is available to all customers who have purchased a Panasonic system. Please call this number if you need assistance with your system.

Once you post a question to the Discussion Forum, you can get an email notification when someone has replied to your question. To get email notification, after you post your question, click on the **Email** button in the upper right-hand corner of the Discussion Forum browser window, then click **OK**.

Email support

If you are unable to obtain answers to your questions using our website, Panasonic Systems also offers technical support via email. This service is available to all customers who have purchased a Panasonic system. Please email your question to technical.support@panasonic.com. This service is available to all customers who have purchased a Panasonic system. Please email your question to technical.support@panasonic.com.

Appendix B: License Agreement

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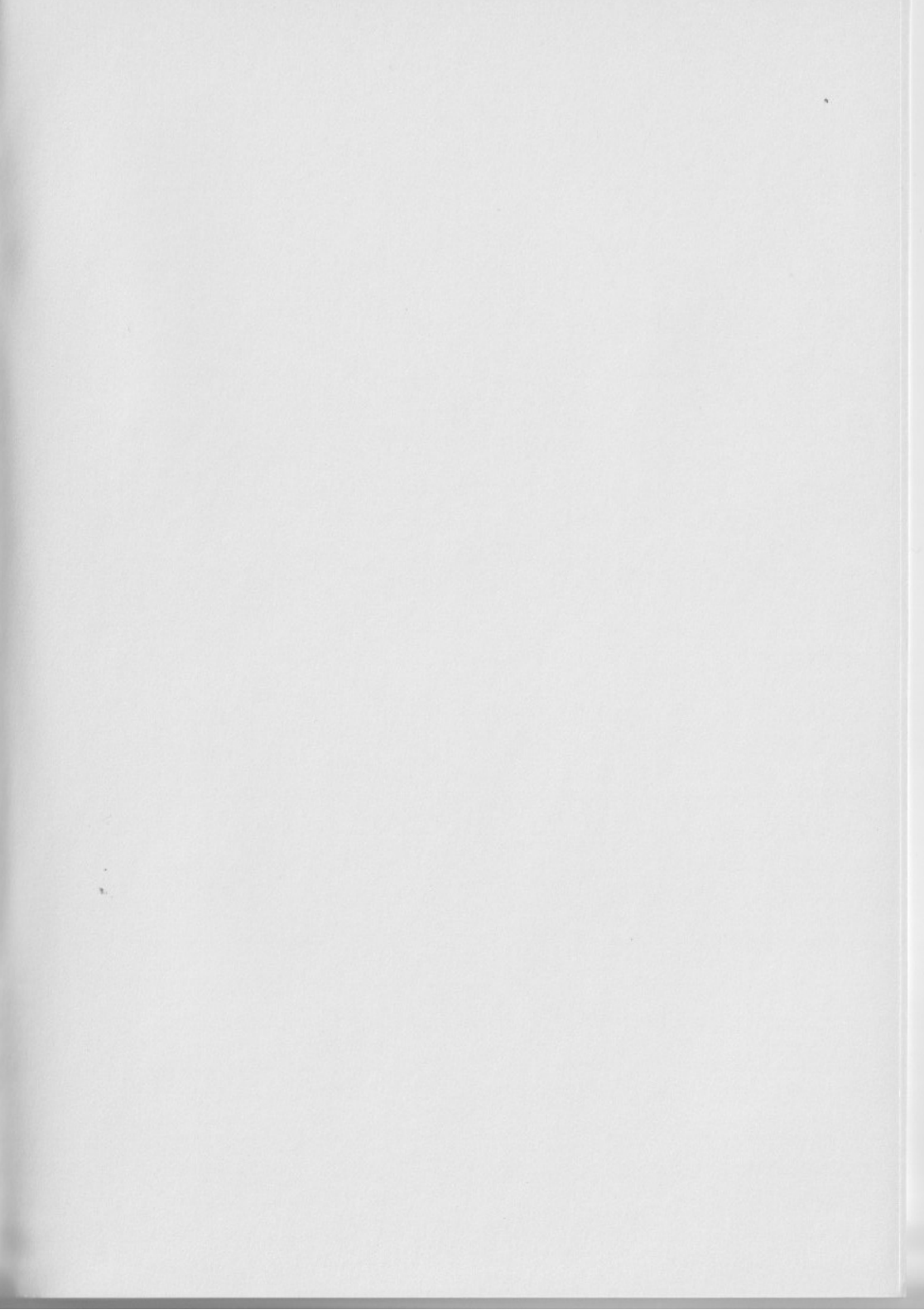
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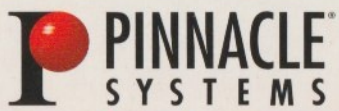








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